



Wandering Monsters!

Through the Liars Night fog, you hear the snickering of goblins out past their bedtime, the crinkling of candy wrappers littering the cobblestone streets... and the terrified screaming as the spookiest of monsters wander by to ruin their night!

In celebration of Liars Night 2018, we've introduced themed Wandering Monsters, which Dungeon Masters can insert into any adventure module or session to add some festive fun through October 31, 2018. As Wandering Monsters are defeated (or their situations are resolved), they explode in a hail of candy corns, which players and Dungeon Masters can exchange for Liars Night items.

This is Wandering Monsters Wave 1.

The Rules

Wandering Monsters can be inserted at tables that match their optimized Tier of play or, when notes for adjustment are included in the "How to Use This Encounter" section, the adjusted Tier.

With Wandering Monsters optimized for a general Tier instead of a specific Average Player Levels, the Dungeon Master is especially empowered to make adjustments to ensure the experience is fun for their table. (For example: You might adjust the number of creatures or their hit points up to the maximum range.) Likewise, each Wandering Monster suggests how players might stumble on them, but that is up to you!

For each Wandering Monster encounter resolved or defeated, each player is rewarded 10 candy corns.

Each person can benefit from a Wandering Monster reward once. They can play the encounter more than once but do not receive the reward again.

Dungeon Masters earn candy corns at the same rate as their players.

Some gaming situations might not be ideal for Wandering Monsters. For example: Conventions with tight time slots might not be able to accommodate Wandering Monsters, and that's OK. Prioritize the overall gaming experience!

Trick or Trick

Greedy goblins learn the hard way that it's possible to enjoy too much of a good thing.

The Situation

A group of costumed goblins have been terrifying local neighborhoods, threatening horrible tricks and pranks if they are not given candies. Unbeknownst to these tiny troublemakers, however, their posse has been infiltrated by the trickiest, the prankiest, the WORST creature: the nilbog. The nilbog appears to be another goblin, its identity hidden behind a Liars Night mask. It has fed the other goblins a special poisoned candy that gives them bellyaches and turns them into grumpy little fighting machines.

How to Use This Encounter

If the players are inside a home or other building, this group of 9 **costumed goblins** and 1 **nilbog** might knock on the door to demand candy. The nilbog appears to be another costumed goblin with a mask. Enraged by a lack of candy or by the nilbog's poisoned sweets finally taking hold, the mob of goblins attack, complaining of their sick tummies the entire time. Although the goblins can be defeated in battle, you might also allow a DC 13 Wisdom (Medicine) check or healing magic to aid individual goblins; goblins helped in this way stop fighting and either flee or cower out of harm's way.

Adjusting This Encounter. This encounter is optimized for Tier 1 but can be adjusted up to Tier 2 by adding additional nilbogs.

Costumed Goblin

Small humanoid (goblinoid), chaotic evil

Armor Class 13 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses Darkvision 60 ft. passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Candy Sack. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Nilbog

Small humanoid (goblinoid), chaotic evil

Armor Class 13 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	15 (+2)

Skills Stealth +6

Senses Darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Innate Spellcasting. The nilbog's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *mage hand*, *Tasha's hideous laughter*, *vicious mockery*

1/day: *confusion*

Nilbogism. Any creature that attempts to damage the nilbog must first succeed on a DC 12 Charisma saving throw or be charmed until the end of the creature's next turn. A creature charmed in this way must use its action praising the nilbog.

The nilbog can't regain hit points, including through magical healing, except through its Reversal of Fortune reaction.

Nimble Escape. The nilbog can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Fool's Scepter. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Reversal of Fortune. In response to another creature dealing damage to the nilbog, the nilbog reduces the damage to 0 and regains 1d6 hit points.

Fear of Flying

Trying to cope with family expectations, their own fear of flying, and strange magical urges come to the boil in this brief episode.

The Situation

A place in Waterdeep's Griffin Cavalry is sought out by many, but few even get an interview much less a spot in this prestigious service. Mel's grandfather, using his position in the Saddlers' and Harness-makers' Guild, has arranged an interview with the service for his only grandgoblin.

Unfortunately, he did not check with his grandgoblin first. If he had he would know the young person is deathly afraid of heights. Also, if he had they might have confessed to the odd, magical events that have been happening to this budding wild mage sorcerer. On one side you have a doting grandfather who thinks their grandgoblin can aspire to anything if they try it, on the other a young person who does not want to disappoint anyone but is really scared of flying and heights. The discussion goes badly, when pressed Mel shouts "NO" and a creature from Mel's nightmares appears. While the creature has the same shape as a griffon, it is coal black with wings of flame and flame covered claws.

How to Use This Encounter

The argument could happen outside of the family's townhouse in one of the wards (but not Dock, Southern or Field Wards) if that fits for your game. However, it could also happen in a tavern or inn where the two had gone for dinner, so the grandfather could break the "good news."

Not running Dragon Heist? Having one or two of these show up during evening's rest period or while traveling might liven things up!

Regardless of where the argument occurs, one **nightmare griffon** attacks.

Adjusting This Encounter. This encounter is optimized for Tier 1 but can be adjusted up to Tier 2 by adding additional nightmare griffons.

Nightmare Griffon

Large fiend, neutral evil

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Immunities fire

Senses passive Perception 11

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 3 (700 XP)

Confer Fire Resistance. The nightmare can grant resistance to fire damage to anyone riding it.

Illumination. The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Multiattack. The nightmare griffon makes 2 claw attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) fire damage.

Soup of the Day

It wouldn't be Liars Night without some witches, would it? This coven has been waiting to meet your delightful players. They look... delicious!

The Situation

A coven of sea hags argues over their bubbling cauldron of squid soup. This thick, sludgy, mauve concoction is missing one crucial ingredient. The hags all have different opinions on what that ingredient could be—Is it a giant's old shoe? A young turtle's shell? The whiskers of a tabaxi on his ninth life?—but their eyes light up when the adventurers arrive. The big surprise is that the cauldron agrees, using the soup's squid tentacles to try to drag the characters inside.

How to Use This Encounter

The adventurers are most likely to stumble on these three **sea hags** and one **calamari cauldron** when wandering through the wilderness, but they might also meet them in any empty room or dungeon cave. Although the hags are inclined to claim their missing ingredients via combat, a character with proficiency in cook's utensils might be able to persuade the hags to let them try to complete the soup with a DC 20 cook's utensils check.

Adjusting This Encounter. This encounter is optimized for Tier 2 but can be adjusted for Tiers 3 or 4 by adjusting the type of hag.

Calamari Cauldron

Large monstrosity, neutral evil

Armor Class 20 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Languages Perception +6, Stealth +5

Senses Passive Perception 16

Languages --

Challenge 5 (1,800 XP)

Grasping Tendrils. The cauldron can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points). Destroying a tendril deals no damage to the cauldron, which can extrude a replacement tendril on its next turn. A tendril can

also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Actions

Multiattack. The cauldron makes four attacks with its tendrils, uses Reel, and makes one attack with its boil.

Boil. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) fire damage.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the cauldron can't use the same tendril on another target.

Reel. The cauldron pulls each creature grappled by it up to 25 feet straight toward it.

Sea Hag

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Senses Darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Giant

Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Death Glare. The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.